

## Claims

What is claimed is:

1           1. A user interface for applying at least one of a set of effects to at least  
2 one source clip, the user interface comprising:  
3           a first screen area for displaying a storyboard comprising at least one  
4           source clip, the storyboard comprising at least two zones, each  
5           zone extending across at least one of the source clips, each zone  
6           being individually selectable;  
7           a second screen area, for, responsive to a selection of a zone, displaying a  
8           subset of the set of effects, the subset including at least one ef-  
9           fect applicable to the selected zone; and  
10          an effect selector, for accepting a user selection of an effect from the dis-  
11          played subset for application to the selected zone.

1           2. The user interface of claim 1, wherein the first screen area comprises a  
2 storyboard window.

1           3. The user interface of claim 1, wherein the second screen area comprises  
2 an effect list.

1           4. The user interface of claim 3, wherein the effect list comprises a plural-  
2 ity of icons, each icon representing an effect.

1           5. The user interface of claim 3, wherein the effect list comprises a plural-  
2   ity of animations, each animation representing an effect.

1           6. The user interface of claim 1, wherein the subset of the set of effects  
2   omits effects that are inapplicable to the selected zone.

1           7. The user interface of claim 1, further comprising:  
2           a third screen area, for outputting a result of application of an effect to at  
3                   least one source clip.

1           8. The user interface of claim 7, wherein the third screen area comprises a  
2   preview window.

1           9. The user interface of claim 1, wherein each source clip comprises a  
2   video clip, and wherein each effect comprises a video effect.

1           10. The user interface of claim 1, wherein each source clip comprises an  
2   audio clip, and wherein each effect comprises an audio effect.

1           11. The user interface of claim 1, wherein each source clip comprises an  
2   image, and wherein each effect comprises an image effect.

1           12. The user interface of claim 1, wherein the effect selector comprises a  
2   user-controlled cursor.

1           13. The user interface of claim 1, wherein each of at least a subset of the  
2 zones is of predefined length.

1           14. The user interface of claim 1, wherein each of at least a subset of the  
2 zones is automatically defined based on source clip content.

1           15. The user interface of claim 1, wherein the zones comprise at least a  
2 subset from the group consisting of:

3           an opening zone occurring at the beginning of the storyboard;

4           an ending zone occurring at the end of the storyboard;

5           a middle zone occurring within a source clip; and

6           a transition zone occurring across a boundary between two source clips.

1           16. A computer-implemented method for applying at least one of a set of  
2 effects to at least one source clip, the method comprising:

3           displaying a storyboard comprising at least one source clip, the story-

4                       board comprising at least two zones, each zone extending across

5                       at least one of the source clips, each zone being individually se-

6                       lectable;

7           receiving user input selecting a zone;

8           displaying a subset of the set of effects, the subset including at least one ef-

9                       fect applicable to the selected zone; and

10 receiving user input selecting an effect from the displayed subset for ap-  
11 plication to the selected zone.

1 17. The method of claim 16, wherein displaying a subset of the set of ef-  
2 fects comprises displaying a plurality of icons, each icon representing an effect.

1 18. The method of claim 16, wherein displaying a subset of the set of ef-  
2 fects comprises displaying a plurality of animations, each animation representing  
3 an effect.

1 19. The method of claim 16, wherein the subset of the set of effects omits  
2 effects that are inapplicable to the selected zone.

1 20. The method of claim 16, further comprising:  
2 applying the selected effect to the selected zone.

1 21. The method of claim 20, further comprising:  
2 outputting a result of application of the selected effect to the selected zone.

1 22. The method of claim 16, wherein each source clip comprises a video  
2 clip, and wherein each effect comprises a video effect.

1 23. The method of claim 16, wherein each source clip comprises an audio  
2 clip, and wherein each effect comprises an audio effect.

1           24. The method of claim 16, wherein each source clip comprises an image,  
2 and wherein each effect comprises an image effect.

1           25. The method of claim 16, wherein each of at least a subset of the zones  
2 is of predefined length.

1           26. The method of claim 16, further comprising, prior to displaying the  
2 storyboard:

3           automatically defining each of at least a subset of the zones based on  
4           source clip content.

1           27. The method of claim 16, wherein the zones comprise at least a subset  
2 from the group consisting of:

3           an opening zone occurring at the beginning of the storyboard;

4           an ending zone occurring at the end of the storyboard;

5           a middle zone occurring within a source clip; and

6           a transition zone occurring across a boundary between two source clips.

1           28. A system for applying at least one of a set of effects to at least one  
2 source clip, the system comprising:

3           a storyboard display, for displaying a storyboard comprising at least one

4           source clip, the storyboard comprising at least two zones, each

5 zone extending across at least one of the source clips, each zone  
6 being individually selectable;  
7 an input device, coupled to the storyboard display, for receiving user in-  
8 put selecting a zone; and  
9 an effects display, coupled to the input device, for, responsive to a selec-  
10 tion of a zone, displaying a subset of the set of effects, the subset  
11 including at least one effect applicable to the selected zone;  
  
12 wherein the input device accepts a user selection of an effect from the dis-  
13 played subset for application to the selected zone.

1 29. The system of claim 28, wherein the storyboard display and the effects  
2 display are provided on a common display screen.

1 30. The system of claim 28, wherein the effects display presents a plurality  
2 of icons, each icon representing an effect.

1 31. The system of claim 28, wherein the effects display presents a plurality  
2 of animations, each animation representing an effect.

1 32. The system of claim 28, wherein the subset of the set of effects omits  
2 effects that are inapplicable to the selected zone.

1 33. The system of claim 28, further comprising:

2 an effects module, coupled to the effects display, for applying at least one  
3 selected effect to at least one selected zone.

1 34. The system of claim 33, further comprising:

2 a preview display, coupled to the effects module, for outputting a result of  
3 application of the at least one selected effect.

1 35. The system of claim 28, wherein each source clip comprises a video  
2 clip, and wherein each effect comprises a video effect.

1 36. The system of claim 28, wherein each source clip comprises an audio  
2 clip, and wherein each effect comprises an audio effect.

1 37. The system of claim 28, wherein each source clip comprises an image,  
2 and wherein each effect comprises an image effect.

1 38. The system of claim 28, wherein each of at least a subset of the zones is  
2 of predefined length.

1 39. The system of claim 28, further comprising:

2 a source clip content analyzer, coupled to the storyboard display, for de-  
3 fining at least a subset of the zones based on source clip content.

1 40. The system of claim 28, wherein the zones comprise at least a subset  
2 from the group consisting of:

3 an opening zone occurring at the beginning of the storyboard;  
4 an ending zone occurring at the end of the storyboard;  
5 a middle zone occurring within a source clip; and  
6 a transition zone occurring across a boundary between two source clips.

1 41. A computer program product comprising a computer-usable medium  
2 having computer-readable code embodied therein for applying at least one of a  
3 set of effects to at least one source clip, the computer program product compris-  
4 ing:

5 computer-readable program code configured to cause a computer to dis-  
6 play a storyboard comprising at least one source clip, the story-  
7 board comprising at least two zones, each zone extending across  
8 at least one of the source clips, each zone being individually se-  
9 lectable;

10 computer-readable program code configured to cause a computer to re-  
11 ceive user input selecting a zone;

12 computer-readable program code configured to cause a computer to dis-  
13 play a subset of the set of effects, the subset including at least  
14 one effect applicable to the selected zone; and

15 computer-readable program code configured to cause a computer to re-  
16 ceive user input selecting an effect from the displayed subset for  
17 application to the selected zone.



1           42. The computer program product of claim 41, wherein the computer-  
2 readable program code configured to cause a computer to display a subset of the  
3 set of effects comprises computer-readable program code configured to cause a  
4 computer to display a plurality of icons, each icon representing an effect.

1           43. The computer program product of claim 41, wherein the computer-  
2 readable program code configured to cause a computer to display a subset of the  
3 set of effects comprises computer-readable program code configured to cause a  
4 computer to display a plurality of animations, each animation representing an  
5 effect.

1           44. The computer program product of claim 41, wherein the subset of the  
2 set of effects omits effects that are inapplicable to the selected zone.

1           45. The computer program product of claim 41, further comprising:  
2 computer-readable program code configured to cause a computer to apply  
3 the selected effect to the selected zone.

1           46. The computer program product of claim 45, further comprising:  
2 computer-readable program code configured to cause a computer to out-  
3 put a result of application of the selected effect to the selected  
4 zone.

1           47. The computer program product of claim 41, wherein each source clip  
2 comprises a video clip, and wherein each effect comprises a video effect.

1           48. The computer program product of claim 41, wherein each source clip  
2 comprises an audio clip, and wherein each effect comprises an audio effect.

1           49. The computer program product of claim 41, wherein each source clip  
2 comprises an image, and wherein each effect comprises an image effect.

1           50. The computer program product of claim 41, wherein each of at least a  
2 subset of the zones is of predefined length.

1           51. The computer program product of claim 41, further comprising com-  
2 puter-readable program code configured to cause a computer to, prior to dis-  
3 playing the storyboard, automatically define each of at least a subset of the zones  
4 based on source clip content.

1           52. The computer program product of claim 41, wherein the zones com-  
2 prise at least a subset from the group consisting of:

3           an opening zone occurring at the beginning of the storyboard;

4           an ending zone occurring at the end of the storyboard;

5           a middle zone occurring within a source clip; and

6           a transition zone occurring across a boundary between two source clips.